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[1 Technique for automatically correcting words in text](#)



Karen Kukich
December 1992 **ACM Computing Surveys (CSUR)**, Volume 24 Issue 4

Publisher: ACM Press

Full text available: [pdf\(6.23 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#)

Research aimed at correcting words in text has focused on three progressively more difficult problems: (1) isolated-word error correction; and (3) context-dependent word correction. In response to the first problem, n-gram analysis techniques have been developed for detecting strings that do not appear in a general language-processing model. A variety of general and application-specific spelling correction ...

Keywords: n-gram analysis, Optical Character Recognition (OCR), context-dependent spelling, language-processing models, neural net classifiers, spell checking, spelling error detection, spelling models, word recognition and correction

[2 Classification and machine learning: Elimination of junk document surrogate candidates through textual surrogates](#)



Eunyee Koh, Daniel Caruso, Andruid Kerne, Ricardo Gutierrez-Osuna
August 2007 **Proceedings of the 2007 ACM symposium on Document engineering DocEng**

Publisher: ACM Press

Full text available: [pdf\(638.54 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [cited by](#)

A surrogate is an object that stands for a document and enables navigation to that document. Textual surrogates, even though studies have shown that image and text surrogates facilitate the understanding. Surrogates may be formed by breaking a document down into a set of smaller candidate. While processing these surrogate candidates from an HTML document, relevant information ...

Keywords: document surrogate model, mixedinitiatives, navigation, pattern recognition, principal classifier, semi-autonomous agents, surrogate

[3 WordsEye: an automatic text-to-scene conversion system](#)



Bob Coyne, Richard Sproat
August 2001 **Proceedings of the 28th annual conference on Computer graphics and interactive techniques SIGGRAPH 2001**

Publisher: ACM Press

Full text available:  pdf(4.55 MB)Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

Natural language is an easy and effective medium for describing visual ideas and mental images. This paper describes work on language-based 3D scene generation systems to let ordinary users quickly create 3D scenes without acquiring artistic skills, or even touch a desktop window-oriented interface. WordsEye is such a system for generating representative 3D scenes. WordsEye relies on a large database of 3D models and poses to depict what is described in natural language.

Keywords: HCI, applications, multimedia, scene generation, text-to-scene conversion

4 Expert/novice: Approaches to web search and navigation for older computer novices

 Anna Dickinson, Michael J. Smith, John L. Arnott, Alan F. Newell, Robin L. Hill

April 2007 **Proceedings of the SIGCHI conference on Human factors in computing systems**

Publisher: ACM Press

Full text available:  pdf(348.76 KB)Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

A proof of concept web search and navigation system was developed for older people for whom joint industry/academia team deployed User Sensitive Inclusive Design principles, focusing on this group. The search and navigation system that was developed was significantly preferred by the commercial (Internet Service Provider) system; it scored highly for ease of use and ...

Keywords: accessibility, human factors, interface layering, older people, usability, web browse

5 Software components using symbolic computation for problem solving environments

 Y. N. Lakshman, Bruce Char, Jeremy Johnson

August 1998 **Proceedings of the 1998 international symposium on Symbolic and algebraic computation**

Publisher: ACM Press

Full text available:  pdf(319.23 KB)Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

6 Multilingual generation and summarization of job adverts: the TREE project

Harold Somers, Bill Black, Joakim Nivre, Torbjörn Lager, Annarosa Multari, Luca Gilardoni, Jeremy March 1997 **Proceedings of the fifth conference on Applied natural language processing**

Publisher: Morgan Kaufmann Publishers Inc.

Full text available:  pdf(865.00 KB) Publisher SiteAdditional Information: [full citation](#), [abstract](#), [references](#)

A multilingual Internet-based employment advertisement system is described. Job ads are submitted to a system which uses a example-based pattern matcher and stored in language-independent schemas in an object-oriented database. The ads are then retrieved in their own language and get customized summaries of the job ads. The query engine uses various techniques, while the generation module integrates canned text, templates, and grammar rules.

7 Papers: infrastructure for ubicomp: User interfaces when and where they are needed: an introduction

 Mark W. Newman, Shahram Izadi, W. Keith Edwards, Jana Z. Sedivy, Trevor F. Smith

October 2002 **Proceedings of the 15th annual ACM symposium on User interface software and technology**

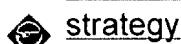
Publisher: ACM Press

Full text available:  pdf(673.34 KB)Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#)

Users in ubiquitous computing environments need to be able to make serendipitous use of resources which they have no prior knowledge. The Speakeasy recombinant computing framework is designed to facilitate the creation of new user interfaces on a network. In addition to other facilities, the framework provides an infrastructure for creating user interfaces which can be made available to users on multiple platforms. The framework enables UIs to be created and used in a distributed environment.

Keywords: asynchronous user interfaces, recombinant computing, speakeasy, ubiquitous computing

8 Interactions with shared displays: Individual audio channels with single display groupware:



Meredith Ringel Morris, Dan Morris, Terry Winograd

November 2004 **Proceedings of the 2004 ACM conference on Computer supported cooperative work and social computing**

Publisher: ACM Press

Full text available: [pdf\(906.34 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [incubator](#)

We introduce a system that allows four users to each receive sound from a private audio channel. In order to explore how private audio channels affect a collaborative work environment, we conducted a user study. Our results reveal differences in work strategies when groups are presented with individual versus private audio. Private audio does not impede group communication and may positively impact group dynamics.

Keywords: audio interfaces, multimodal interfaces, single display groupware, single display pri-

9 Mobile and social games: The gopher game: a social, mobile, locative game with user generated content



Sean Casey, Ben Kirman, Duncan Rowland

June 2007 **Proceedings of the international conference on Advances in computer entertainment technology**

Publisher: ACM Press

Full text available: [pdf\(4.09 MB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [incubator](#)

This paper introduces 'Gophers', a social game for mobile devices that utilises task oriented game mechanics and context acquisition to create a new mobile gaming experience. The study combines a number of key research themes: mobile social gaming, acquisition of user generated content and location based content sharing in mobile settings. The experience of trialling the game in the real world is discussed and evaluated. The game design and its potential for social interaction is presented.

Keywords: GSM cell phones, context acquisition, locative and mobile gaming, social networking, user generated content

10 Tagging, finding, and timing: Rethinking the progress bar



Chris Harrison, Brian Amento, Stacey Kuznetsov, Robert Bell

October 2007 **Proceedings of the 20th annual ACM symposium on User interface software and technology**

Publisher: ACM Press

Full text available: [pdf\(727.66 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [incubator](#)

Progress bars are prevalent in modern user interfaces. Typically, a linear function is employed such that the progress bar is proportional to how much work has been completed. However, numerous factors cause progress bars to be perceived as non-linear. Additionally, humans perceive time in a non-linear way. This paper explores the impact of various factors on the perception of process duration. The results are used to suggest several design considerations that can be used to improve the user's perception of progress.

Keywords: duration neglect, human-centric, peak-and-end, progress bar, time perception, user interface design

11 Invited talks: How and why Wikipedia works: an interview with Angela Beesley, Elisabeth Bauer, and Kizu Naoko



Dirk Riehle

August 2006 **Proceedings of the 2006 international symposium on Wikis WikiSym '06**

Publisher: ACM Press

Full text available: [pdf\(240.54 KB\)](#)

Additional Information: [full citation](#), [abstract](#), [references](#), [incubator](#)

This article presents an interview with Angela Beesley, Elisabeth Bauer, and Kizu Naoko. All three are active members of the English, German, and Japanese Wikipedias and related projects. The interview focuses on how these practitioners believe it will keep working. The interview was conducted via email in preparation for the International Symposium on Wikis, with the goal of furthering Wikipedia research [1]. Interviewer was Dirk Riehle.

Keywords: CSCW, Wiki, Wikimedia foundation, Wikipedia, collaboration processes, collaborative

- 12 Short papers: From useful idiocy to activism: a Marxist interpretation of computer development

 Bob Hughes

August 2005 **Proceedings of the 4th decennial conference on Critical computing: between**

Publisher: ACM Press

Full text available:  pdf(256.19 KB)

Additional Information: [full citation](#), [abstract](#), [references](#)

Baran and Sweezy's 1966 study of U.S. capitalism [2] argued that its fundamental problem is not of surplus to rise" --- from which it has been rescued by wars, by "epoch-making innovations", Luxemburg [12] showed that capitalism is unsustainable without the unacknowledged support of analyses seem to explain a great deal about today's, capitalist IT industries.

Keywords: Marxism, capitalism, computers, economic surplus, electronics, marketing, sales ef

- 13 An analysis of user input to an X.500 white pages directory service

Paul Barker

April 1995 **IEEE/ACM Transactions on Networking (TON)**, Volume 3 Issue 2

Publisher: IEEE Press

Full text available:  pdf(1.68 MB)

Additional Information: [full citation](#), [references](#), [index terms](#), [review](#)

- 14 Children and information visualization technologies

 Karen G. Schneider

September 1996 **interactions**, Volume 3 Issue 5

Publisher: ACM Press

Full text available:  pdf(764.85 KB)

Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)

- 15 Video demonstrations: augmenting reality: Bridging physical and virtual worlds with tagged objects

 Beverly L. Harrison, Kenneth P. Fishkin, Anuj Gujar, Dmitriy Portnov, Roy Want

May 1999 **CHI '99 extended abstracts on Human factors in computing systems CHI '99**

Publisher: ACM Press

Full text available:  pdf(239.67 KB)

Additional Information: [full citation](#), [abstract](#), [references](#)

A compelling and provocative vision of the future was presented in Pierre Wellner's video and accompanying paper. Office tools such as pens, erasers, books, and paper were seamlessly integrated (or at least aligned) with augmentation and virtual tools, using projection and image processing. His work, and now our own (and [1, 3, 5]), are directed at more seamlessly bridging the gulf between physical and virtual worlds.

Keywords: RFID tag, augmented reality, phicon, physical UI, tangible interface, ubiquitous computing

- 16 Supporting exploratory search: Find that photo!: interface strategies to annotate, browse, and search

 Ben Shneiderman, Benjamin B. Bederson, Steven M. Drucker

April 2006 **Communications of the ACM**, Volume 49 Issue 4

Publisher: ACM Press

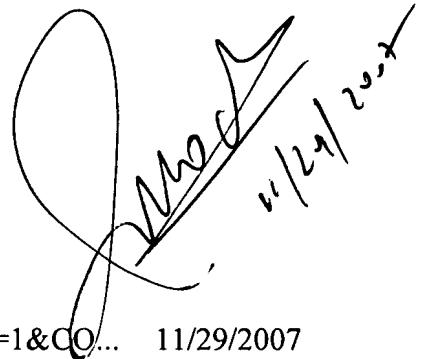
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